Fig. 3

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 $A \ \ \$ : Adaptation layer

ES: Elementary stream

PTS: Presentation·time·stamp

Header information of data

Data (Picture or sound for each frame)

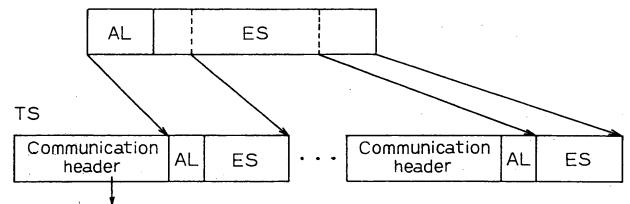
AL ES

- Information showing start position capable of processing data or not
  - Information showing data reproducing time (PTS)
  - Information showing data processing priority

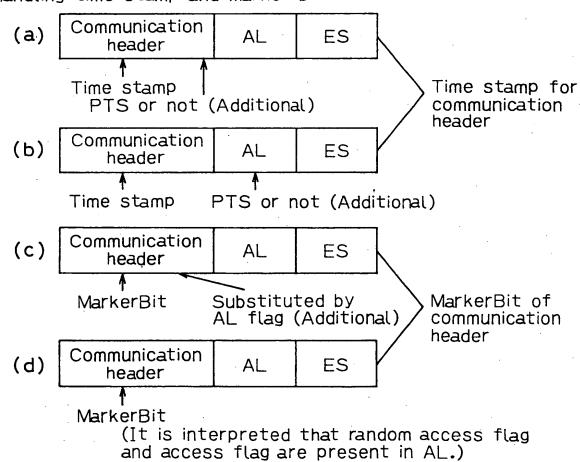
## Fig. 4

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• OTS:Transport stream(Transmission packet)



OHandling time stamp and marker bit

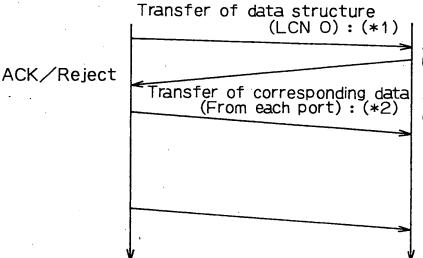


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Fig. 8

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Broadcast program transmitting procedure



Are processing and reception possible? Start decoding of data which can be decoded and display it.

⟨Broadcast type (with no return channel)⟩

Transmitting side

Receiving side

Transfer of program
information and data structure
(LCN 0): UDP(\*3)

Transfer of corresponding data
(From each port): UDP

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Fig. 31

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RTP header

H.263 payload header

H.263 bitstream

Relating of communication payload

Mode A + Layer No. + Related description

side terminal Configuration information

Receiving side terminal